

[illegible]

number sequence having a long periodicity.

The random number generation apparatus according to the present invention includes: pick-up means, digital image conversion means for converting into a digital image a pick-up signal output from the pick-up means, storage means for storing the digital image as pixel values, and random number generating means for extracting a digital data from pixel values of a plurality of pixels in the digital image of the pick-up signal output when no subject is present from the pick-up means stored in the storage means and generating a random number from the digital data correlated to the plurality of pixels.

In the random number generating apparatus having the aforementioned configuration, a pick-up signal output from the pick-up means is converted into a digital image by the digital image conversion means and pixel values of the digital image are stored in the storage means. The random number generating apparatus extracts a digital data from pixel values of a plurality of pixels within the digital image of the pick-up signal output when no subject is present from the pick-up means stored in the storage means, so that the random number generation means generates a random number from the digital data correlated to the plurality of pixels.

Since there is no regularity in the pixel values of the respective pixels of the digital image obtained when no subject is present, the random number generated by the random number generating apparatus has a long periodicity.

Moreover, in the random number generating apparatus according to the present

generation step, and a key generation step.

Fig. 6 is a block diagram showing a binary image generator in an image processing block of the aforementioned fingerprint identification apparatus.

Hereinafter, a detailed explanation will be given on an embodiment of the present invention with reference to the attached drawings. As shown in Fig. 1, this embodiment is a fingerprint identification apparatus including an A/D converter 1, an encryption block 2 having a random number generator 3 and encryption means 4, a CPU 5, a memory 6, an interface block 7, and a fingerprint identifier 8. Here, the A/D converter 1, the random number generator 3, and the memory 6 constitute an example of configuration of a random number generation apparatus according to the present invention.

The pick-up block 10 is constructed so as to pick-up a fingerprint as a living body information. More specifically, as shown in Fig. 2, the pick-up block 10 includes

a light source 11, a prism 12, and pick-up means 13.

The prism 12 has a triangular cross section. The light from the light source 11 is incident from the first face 12a, reflected from a subject placed on the second face 12b, and goes out from the third face 12c. Here, the subject is a fingerprint of a finger 100 for identifying an individual person. The pick-up means 13 is arranged at a position so as to detect the light emitted from the third face 12c. The pick-up means 13 is, for example, a CCD (Charge-Coupled Device) camera.

The pick-up signal output from the pick-up block 10 is sampled at an appropriate time interval and converted by the A/D converter 1 into a digital image of a size, for example, 256×128 . In this embodiment, the A/D converter 1 performs an 8-bit conversion. Thus, pixel values of the pixels constituting an image are digital data expressed by 256 gradations from 0 to 255. The digital image obtained in this A/D

noise. As a result, the least significant bit of the gray scale image obtained by digital conversion in the A/D converter 1 shows a value of irregular '0' or '1'. For example, similar irregular values are shown for a binary image. Accordingly, in the gray scale image, it is possible to obtain a random number sequence consisting of '0' and '1' and having an arbitrary length from a bit sequence of an arbitrary length starting at an appropriate position as a start address. For example, in the gray scale image, when it is assumed that the least significant bit '0' represents black and the least significant bit '1' represents white, it is possible to obtain a binary image as shown in Fig. 4. As shown in this Fig. 4, the least significant bits of the gray scale image have no regularity.

According to the random number sequence obtained by the random number generator 3, the encryption block 2 generates an encryption key or seed as an origin of the encryption key and performs encryption in the encryption means 4.

In general, in order to generate an encryption key, there is a case to use a random number sequence directly as a key or to create a key according to the random number sequence. The former, for example, is the DES (data encryption standard) and the latter, for example, is the RSA encryption method utilizing the difficulty of factorization of a very large number into prime factors. It should be noted that the RSA encryption method is an encryption method invented by Rivest, Shamit, and Adleman of the MIT. In the present embodiment, the random number generator 3 employs the RSA encryption method to create an encryption key. Explanation will be

given on this case.

Moreover, the RSA encryption method creates a 384-bit, 512-bit, or 1024-bit key for encryption. Here, explanation will be given on a case using the 512-bit key. The outline of the RSA encryption method is as follows.

In the RSA encryption method, from two prime number p and q and one of the public keys E (public exponent), using Equations (1) and (2), the other public key, i.e., the public key N (modulus) and a private key D (private exponent) will be obtained.

$$N = p \times q \dots (1)$$

$$D = E^{-1} \bmod \{(p - 1) \times (q - 1)\} \dots (2)$$

Here, the public key E and the multiple of $(p - 1)$ and $(q - 1)$ are mutually prime. If a message (plain text) is M and an encrypted message is C , then relations expressed by Equations (3) and (4) are satisfied.

$$C = M^E \bmod N \dots (3)$$

$$M = C^D \bmod N \dots (4)$$

The public key N is a very large 512-bit number and it is very difficult to factorize it into prime factors and accordingly, the addressee cannot obtain the previous message M from the encrypted message C unless the addressee knows the private key D . Moreover, in order to add a digital signature to the message C when sent to the addressee, the addresser encrypts the message C having his/her signature using his/her private key D according to Equation (4) when sending the message M . The addressee decodes the message using the public key E and the public key N of the

addresser according to Equation (3) and confirms that the signature of the addresser is added.

This is the outline of the RSA encryption method. In the encryption means 4 employing the RSA encryption method, a 512-bit key is required. A random number sequence generated in the random number generator 3 is used for creating such a 512-bit key. Such a 512-bit key can be generated by generation of a random number sequence as follows.

Since the key length is 512 bits, firstly, the random number generator 3 generates two 256-bit random number. These two random numbers serve as seeds, i.e., initial values for finding two prime numbers.

As has been described above, when generating a random number, the fingerprint identification apparatus takes in an image without placing a finger 100 on the prism 12 and obtains a gray scale image as a digital image formed by the A/D converter 1. The fingerprint identification apparatus stores the gray scale image on memory 6 as having size of 256 pixels in the horizontal direction and 128 pixels in the vertical direction in which each pixel value is expressed by 8 bits. It should be noted that simultaneously with such a gray scale image, the fingerprint identification apparatus fetches a binary image from this gray scale image by the image processor 20. The fingerprint identification apparatus stores the binary image on memory 6 as having a size of 256 pixels in the horizontal direction and 128 pixels in the vertical direction in which each pixel is expressed by 1 bit.

As has been described above, the least significant bits of the pixel value of pixels in the gray scale image have no regularity. Accordingly, by extracting the least significant bits of the pixel values for a plurality of pixels, it is possible to generate a random number having a long periodicity. The random number generator 3 generates a random number by extracting the least significant bits of pixel values of a plurality of pixels constituting a predetermined area starting at a pixel located at a start address. Here, the start address is an information indicating a position of a pixel where the least significant bit extraction is started.

More specifically, pixels are scanned in the horizontal direction starting at the start address so as to extract the least significant bit value of the pixels, i.e., '0' or '1'. Assuming i for the horizontal direction address and j for the vertical direction address, an arbitrary point on the gray scale image is defined as $g(i, j)$.

For example, the start address is defined as (128, 0) and the 512 pixels are scanned from the pixel $g(128, 0)$ to the pixel $g(129, 255)$ and the least significant bit values are extracted to generate two 256-bit random numbers.

Moreover, it is also possible to generate a random number by defining a start address at an appropriate position instead of a predetermined position. In this case, values from 0 to 127 are expressed by 7 bits. Accordingly, by defining the start address by the horizontal address i and the vertical address j specified by the 8 bits of pixel values of the pixel $g(0, 0)$ and the least significant 7 bits of the pixel values of the pixel $g(0, 1)$, values of the least significant bits of the pixel values of pixels are

extracted to generate a random number. For example, when the value expressed by an 8-bit pixel value of the pixel $g(0, 0)$ is 100 and the value expressed by the least significant 7 bits of the pixel value of the pixel $g(0, 1)$ is 23, the least significant bit of the pixel value of the pixel $g(100, 23)$ is extracted to generate a random number.

Furthermore, when there is a correlation between two adjacent pixels in the horizontal direction, a particular pattern (random number) is easily generated. Taking this into consideration, the least significant bit of the pixel value can be extracted. For example, scan is performed in the vertical direction and the least significant bit of the pixel value is extracted. Moreover, it is possible to perform an exclusive OR operation between two adjacent pixels in the vertical direction to extract a 1-bit data. Alternatively, it is possible to perform an image take-in twice and perform an exclusive OR operation between two images so as to extract a 1-bit data.

As has been described above, the random number generator 3 generates a complete random number having a long periodicity by extracting the least significant bit of pixel values of pixels. The encryption means 4 generates two prime number p and q from the two random numbers generated by the random number generator 3. As shown in fig. 5, the encryption means 4 generates an encryption key through a prime number generation process and a key generation process.

Firstly, as shown in Fig. 5, according to a random number generated by the least significant bits of pixel values (gray scale data) of a gray scale image in step 1, the encryption means 4 generates a prime number in the prime number generation

then again subjected to a check to determine whether the number is a prime number. If the random number is determined to be a prime number, the random number is used to obtain the private key D satisfying the Equation (2) from the public key N calculated from the Equation (1) and the public key E.

As has been described above, the encryption block 2 causes the random number generator 3 to generate a complete random number having a long periodicity and the encryption means 4 to generate a prime number according to this random number, so that the prime number is used to generate the private key D as an encryption key. The fingerprint identification apparatus has private key custody means for keeping the private key D in custody. The private key D thus generated is stored, for example, in the memory 6 functioning as the private key custody means and thus kept in custody within the fingerprint identification apparatus.

The encryption block 2 uses the private key D to encrypt a message (plain text). The message is added by a digital signature as follows in the encryption block 2.

The fingerprint identification apparatus identifies a binary image obtained when a finger is placed on the prism 12 in the fingerprint identification block 8 and identifies the individual. When the individual is identified, the encryption block 2 uses the private key D to encrypt the message. Here, the fingerprint identification apparatus is connected via the interface block 6 to a personal computer (not depicted) and the message has been transmitted via the interface block 6 from the personal computer.

The fingerprint identification apparatus adds a digital signature to the encrypted

performed within one and the same fingerprint identification apparatus. Thus, this encryption has an improved security.

It should be noted that in the aforementioned embodiment, an explanation has been given on a case of generating a random number from the least significant bits of pixel values of a gray scale image. However, the fingerprint identification apparatus can also generate a random number according to pixel values of the respective pixels of a binary image, and can generate a random number according to pixel values of respective pixels of a binary image as follows. Here, it is assumed that the horizontal direction address is i and the vertical direction address is j , and an arbitrary pixel on the binary image is $b(i, j)$.

For example, similarly as in the aforementioned gray scale image, when the start address is (128, 0), the random number generator 3 extracts pixel values of respective pixels from pixel b(128, 0) to pixel b(129, 255) and generate two 256-bit random numbers.

Moreover, the random number generator 3 can generate a random number at an arbitrary start address instead of a predetermined position on the screen. For example, the random number generator 3 uses as a start address the horizontal address i and the vertical address j specified by the pixel values of pixels from pixel $b(0, 0)$ to pixel $b(0, 7)$ and pixel values of respective pixels from pixel $b(0, 8)$ to pixel $b(0, 14)$ and extracts pixel values of pixels to generate a random number. For example, when the value specified by the pixel values of pixels from pixel $b(0, 0)$ to pixel $b(0, 7)$ is 100 and the

value specified by the pixel values of pixels from pixel $b(0, 8)$ to pixel $b(0, 14)$ is 23, the random number generator 3 extracts pixel values starting at pixel $b(100, 23)$ so as to generate a random number.

Moreover, similarly as in the gray scale image, it is possible to extract pixel values by scanning in the vertical direction, to extract a one-bit data by the exclusive OR operations between two pixels adjacent in the vertical direction, and to perform take-in of an image twice and perform the exclusive OR operation between the two images so as to extract a one-bit data. By such extracts, the random number generator 3 can generate a more complete random number.

According to the two random numbers generated according to the binary image in the random number generator 3, the encryption means 4 generates an encryption key by the prime number generation process and the key generation process shown in Fig. 5. That is, according to the random number based on the pixel values (binary data) of the binary image generated in step S1, an encryption key is generated through the prime number generation process and the key generation process in the steps S2 to S6.

It should be noted that as shown in Fig. 6, the image processor 20 includes a binary image generation block for generating a binary image from a gray scale image. This image processor 20 is constructed corresponding to the moving average method. In this embodiment, explanation will be given on binarization performed using an average value of 7 pixels in the vertical direction and 7 pixels in the horizontal direction around a center pixel (7×7 pixels).

The binary image generation block includes: first to seventh FIFO (first-in, first-out) having a 256-byte capacity 21, 22, 23, 24, 25, 26, and 27 connected in series; horizontal direction summing blocks 28, 29, 30, 31, 32, 33, and 34 connected to the latter stage of the first and seventh FIFO 21, 22, 23, 24, 25, 26, and 27, for calculating a total of pixel values of pixels in the horizontal direction; an adder 35 for adding outputs from all the horizontal direction summing blocks 28, 29, 30, 31, 32, 33, and 34; a divider 36 for dividing the output from the adder 35 by 49; and a subtractor 37 for subtracting the output from the divider 36, from the pixel value of the center pixel output from the fourth horizontal direction summing block 31.

Here, in the first to the seventh horizontal direction summing blocks 28, 29, 30, 31, 32, 33, and 34, first to seventh D flip-flops 41, 42, 43, 44, 45, 46, and 47 having an input data of 8-bit width are connected in series so that outputs from the first to the seventh D flip-flops 41, 42, 43, 44, 45, 46, and 47 are added by an adder 48.

In the binary image generation block having the aforementioned configuration, while pixel values of pixels of a gray scale image of N-th scan are output from the first FIFO 21, the second FIFO 22 outputs pixel values of pixels of the gray scale image of N-1-th scan, the third FIFO 23 outputs pixel values of pixels of the gray scale image of N-2-th scan, and thus similarly the fourth to the seventh FIFO 24, 25, 26, and 27 output corresponding pixel values of pixels of the gray scale image.

In the first to the seventh horizontal direction summing blocks 28, 29, 30, 31, 32, 33, and 34, a sum of pixel values of seven continuous pixels in the horizontal

direction is calculated. Outputs from the first to the seventh horizontal direction summing blocks 28, 29, 30, 31, 32, 33, and 34 are added in the adder 35 constituting the vertical direction summing block and then input to the divider 36.

The divider 36 divides the total by the number 49 of the pixels added in the horizontal direction and the vertical direction so as to calculate a binary threshold value. The calculated value is compared by the comparator 37 to a binary threshold value of the fourth horizontal direction summing block 31 for binarization.

By the aforementioned configuration, the binary image generation block generates a binary image from the gray scale image.

The random number generator 3 can generate a random number as has been described above according to pixel values of respective pixels of the binary image thus generated by the binary image generation block.

Moreover, the fingerprint identifier 8 identifies a fingerprint according to the binary image generated by the binary image generation block.

The random number generation apparatus according to the present invention includes: digital image conversion means for converting a pick-up signal output from pick-up means, into a digital image; storage means for storing the digital image as pixel values; and random number generation means for extracting a digital data from pixel values of a plurality of pixels in a digital image of a pick-up signal output, when no subject is present, from pick-up means stored in the storage means and generating a random number from the digital data correlated to a plurality of pixels. The pick-up

function of encrypting a plain text employs the random number generation method for generating such a random number, so as to generate an encryption key within the apparatus and keep the encryption key generated, in custody within the apparatus. Thus, it is possible to perform encryption with an improved safety.